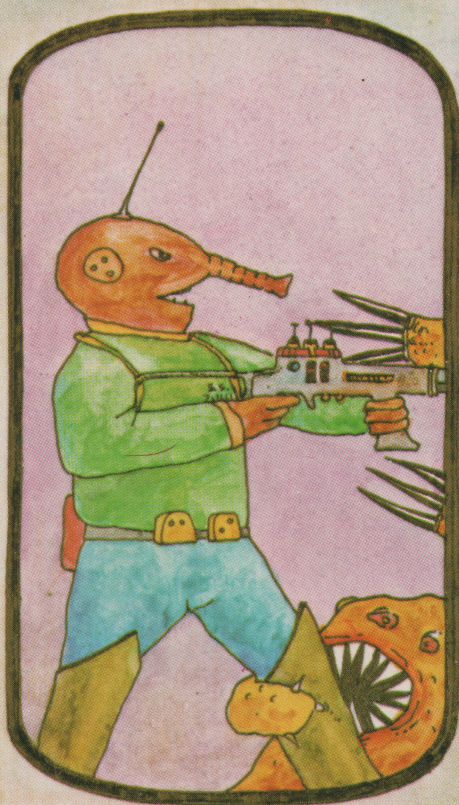


# SPACE STATION ZULU

T.M. Reg. Appl. For



COMPUTER GAME  
DISKETTE FOR:  
APPLE II + ®, 48K, 3.3 DOS  
NO. 44152



microcomputer games®

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SPACE STATION ZULU IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF SPACE STATION DEFENSE.





# SPACE STATION ZULU

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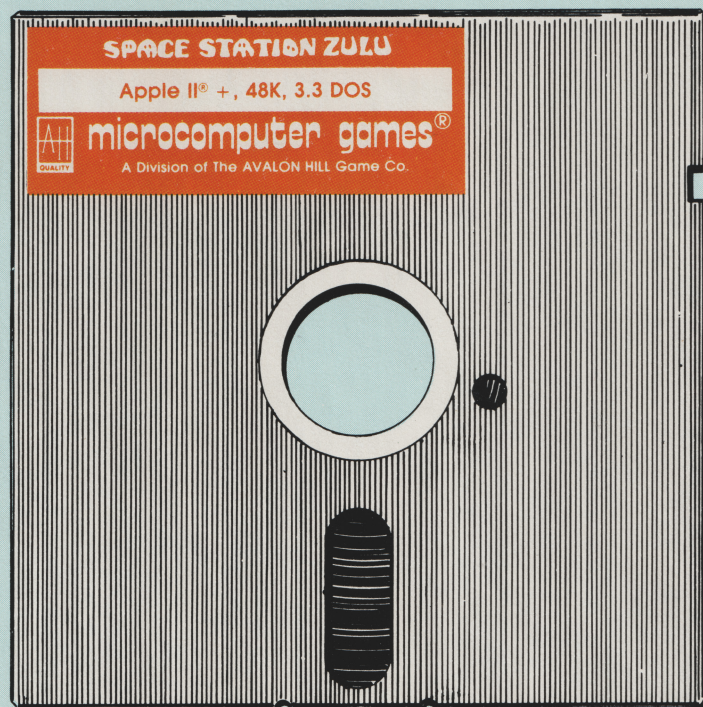
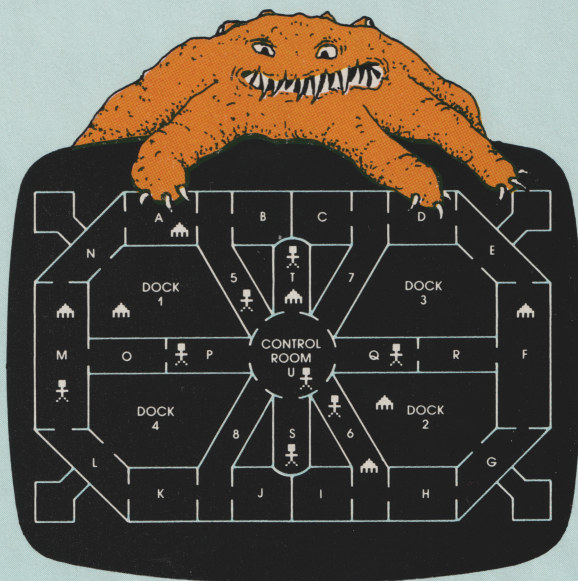
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The Avalon Hill  
Game Company  
Baltimore, Md.





# SPACE STATION ZULU

AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF SPACE STATION DEFENSE

T.M. Reg. Appl. For

## Somewhere in Space, far from Yarg

Just another routine tour, you think, as you settle back into the plush comfort of the captain's chair. On the bridge of Space Station Zulu you find the familiar clicking and purring of the bridge's complex machinery soothing to your nerves. Half in a trance, you look forward to this evening's Yargian gambling game, Snirt.

**ALARM!!!** You're jolted to your senses by the shrill blaring of the main alarm system. Suddenly the bridge is in pandemonium. Crew members bustle about to battle stations. In front of you Computer #1 is spurring out a disturbing message:

SECURITY BREACH!!  
REPEAT: SECURITY BREACH  
ALIEN LIFE FORMS DETECTED ABOARD  
ALIENS ARE OF UNKNOWN ORIGIN AND NATURE  
METHOD OF INTRUSION: SPORE TRANSPORT  
LIFE FORMS SEMI-INTELLIGENT AND CONSIDERED  
HIGHLY DANGEROUS  
ALIENS APPEAR TO BE MULTIPLYING RAPIDLY  
REQUEST IMMEDIATE INSTRUCTIONS.

So much for the routine tour of duty, you grimace, as you hastily begin to issue orders to your frightened crew. Thanks to the newly-developed Commpak you know the location of all of your crewmembers with a glance at the Telemuter screen in front of you. Quickly you instruct your tough robots to grab available weapons and engage

the aliens in hopes of finding their weaknesses. Orders are also issued to your faithful and obedient crewmen:

PICKUP NEAREST WEAPON  
ENGAGE ALIEN LIFEFORM  
REPORT BACK IMMEDIATELY

Soon individual reports are filtering back. A Robot in Landing Dock 3 reports a large concentration of what appear to be larva-stage aliens. In Room B, Sgt. Olmm announces the presence of several very large life forms and adds that the Noise Bomb is totally ineffective. An instant later Olmm's life-light is flashing orange, then blinks out, black. The first casualty. It won't be the last either, you silently predict.

From the captain's chair the situation looks grim indeed. Computer #1 calculates your odds to be slim. Certainly, success will depend on your daring, cunning, tactics and ability to make quick decisions. Now, you realize, a real-life gambling game has begun and the lives of your crew are in the pot.

**SPACE STATION ZULU** is ready to run on your Apple II® or II+ microcomputer with 3.3 DOS and a Disk Drive, 48K Memory and Applesoft® in ROM.

This game is also available for other microcomputer systems.

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# SPACE STATION ZULU



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**YOU**  
Against  
**The Computer**

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COMPUTER GAME  
DISKETTE FOR:  
APPLE II +<sup>®</sup>,  
48K, 3.3 DOS

NO. 44152

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PLEASE LIFT TAB

**SPACE STATION ZULU**

4115202

Apple II® +, 48K, 3.3 DOS



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